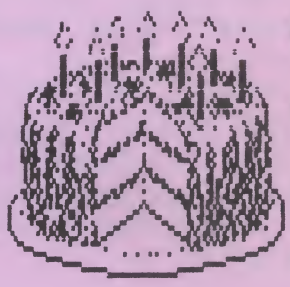
JUNE 1987
Volume 7 No. 6
$1.50

M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"

HAPPY BIRTHDAY MACE



Published by the Michigan Atari Computer Enthusiasts

FROM YOUR PRESIDENT

Tom Sturza

First, let me extend a birthday wish "Happy 7th Birthday to M.A.C.E. and may there be many more in years to come!!!"

Second, a "Special Thank You" to the current M.A.C.E. officers and to all of those wonderful people who have contributed their time to help with General meetings, ST SIG meetings, the M.A.C.E. Journal and our FINE Public Domain disk libraries (both 8-bit and 16-bit)!!! Your time and efforts are greatly appreciated by everyone associated with the M.A.C.E. User Group.

Third, I wish to thank all of our advertisers, who have continued to support M.A.C.E. and it's members through their ads and on many occasions, by offering special prices!!! Their thoughtful providing of door prizes for the Christmas and May-Birthday Party meetings is also appreciated!!!

Fourth, a "Thank You" to those members who have renewed their membership or recently joined M.A.C.E. as a new member. Your continued support is what will keep M.A.C.E. functioning and going strong!!!

And last, but definitely not least, a wish that some of our members will look into their hearts and decide to support M.A.C.E. even further by becoming a M.A.C.E. officer!!! Elections will be held in September and it would be really fantastic if there were at least two people running for each M.A.C.E. officer position.

****

SWAP NIGHT

JULY GENERAL MEETING

NO Dealers
MACE MEMBERS ONLY
PRE-REGISTRATION REQUIRED FOR TABLE

****

FROM YOUR EDITOR

R.Charles Sibthorpe

Please allow me to join my esteamed fellow MACEite Tom Sturza, in wishing you all a very Happy Birthday. With 7 years behind us, how can we NOT have many more in the future?!!?

This month we have two, count them. two articles on the multi-language Atari's, one for the new up and coming ST and the other for old faithfull, the 8-bit. Allen F. Bargen discusses GFA BASIC that is available forthe ST. Allen also includes his thoughts about game software too. Hugh McLean's article, Speak to Me rewiews the various languages available for the 8-bit Atari's. Don Neff answers your questionss reguarding the MACE Library and helps us out with the new MACE Disk Catalog disk. ANALOG responds to our recent reaction about ANTIC and my editorial in the April issue of "The Journal."

I too would like to take this time to thank all our advertisers for their support with ads and now at our Birthday celebration, door prizes. Linker's Inc. of El Monte Calif. is also supporting MACE by offering a Special price on a Hayes Compatable 300/1200/2400 Baud Modem, look for the Group Purchase Notice in the Journal this month.

Just a reminder that all articles are due to me or any MACE officer by the first of the month. I need your articles, for with out them there can be no Journal [except for the ads]. I have just about run out of articles for next month, so get on the stick and submitt your stuff. Make me work those 40 hours per month I mentioned recently.

Again thank you all for another great year, Happy Birthday and let us all get together again same time next year and celebrate another good year!! See Ya later.

JUNE 1987
Volume 7 No. 6

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Bring the disk to the monthly General Meeting or send to it to: MACE PO Box 2785, Southfield, Mi. 48037 Attn: Disk Librarian.

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THE COMPUTER MAGAZINE FOR THE PROGRESSIVE ATARI USER

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Q and A ABOUT MACE LIBRARY DISKS

by D.F. Neff

Q1- You told me that most of our disks are BOOT-DISKS. What do you mean by this term?

A1- A Boot Disk is one which will automatically load itself without any keyboard typing on your part. To BOOT such a disk you must begin with your Monitor (or TV) turned ON, your Disk Drive turned ON, and your Atari turned OFF. Notice that when you first turn on your Disk Drive that TWO lights come on. After a few seconds one of the lights (often referred to as the BUSY light) goes out but the other light (power light) remains lit. When the Busy light has turned off you may insert your BOOT Disk and turn the latch lever to hold it in place. The Busy light will come on for a few seconds and then turn off again. When the Busy light is off again, turn ON your Atari. The Disk Drive will now automatically load your Boot disk for you. If it is a MACE Disk you will see the MACE menu appear on your screen.

Q2- The labels on some of the MACE disks say "Boot without Basic". How do I do that?

A2- If you are using a 400, 800 or a 1200XL, you must turn OFF your computer and remove the Basic Language Cartridge from its slot. Then follow the steps given in the answer for the first question above. If you are using a 600XL, 800XL, or any XE you should just follow the same steps in the answer to question 1 above. However, when you reach the step where you must turn on your computer, STOP without turning it on. Now press and hold your OPTION button and then turn ON your computer without releasing the OPTION button. Continue to press the OPTION button for at least 10 seconds after the disk starts to load. This action tells the Atari to turn off the Basic IC chip when you turn it on.

Q3- I noticed that some of the MACE disks have menus or title screens from other clubs. Why don't all the disks in the MACE library have the MACE title screen?

A3- Many of the disks in our library were obtained in trades with other Atari groups. Those people put a lot of work into assembling these fine disks and I want them to receive due credit for their efforts. For instance, some of our print shop graphics disks are from JACS and GAG. The Documentation for Turbo Basic is from NYAUG. In addition, I think it is important for our members to see that we are not alone in our enjoyment of Atari systems. We have many friends all over the world. In fact, some of the new disks which I have for our library are written in foreign languages.

Q4- I wanted to buy disk #nnn at the last meeting but it was sold out before I got there. Why didn't you have more copies?

A4- It's impossible to predict what disks will be popular on a given night. Ideally we want to have lots of copies of every disk so people won't be disappointed as you were. However, with more than 300 disks in the library it is impractical and too expensive to maintain a large stock of each disk number in the library. If we are sold out of the disk(s) which you want you can give me your name, address, $5 (each) for the disk(s) plus $1 for postage and handling and I will mail the disk(s) to you.

Q5- How do I mail-order MACE library disks?

A5- Write to me at: P.O. Box 2785, Southfield, MI, 48037. Be sure to list your MACE membership number and the MACE numbers of the disks you want sent to you. Include a Money order or check (payable to MACE) for $5 for each disk you order plus $1 for postage and handling for your entire order.

Q6- I bought your MACE Catalog Disk but I'm having trouble figuring out how to use it. What can I do?

A6- I've written a seperate article about the Catalog Disk and how to use it. I think it will answer all your questions when you read it.

Q7- What music program do I have to buy in order to run the MACE Music disks?
Q8- How do I show the pictures on the MACE Picture disks?

A7,A8- Each of the Music disks (Volume "M" of the MACE catalog) and each of the Picture disks (Volume "P" of the MACE catalog) contain everything you need for that particular disk. You don't need anything else to use one of these disks. Every one of these disks is a boot-disk which will load and run itself when you follow the booting instructions for question #1 above.

Q9- What do the Letters mean on the newer volumes of the MACE Disk catalog?

A9- The letters are a code to give you an idea of the type of programs that might be found on a particular disk. "E" means that the disk contains Educational programs. As mentioned in an earlier question, "M" stands for Music, and "P" means Pictures and Graphics. Other letters in use are; "C" for Communications, "G" for Games, and "U" for Utilities. I may add a "J" (for Journals) volume in the near future. This would contain the MACE Journal on disk (the Editor has been busy too!) as well as journals (on disk) from other Atari clubs as well.

Q10- Some of the icons on my Print Shop graphics disks are incomplete or blank when I print them out. What am I doing wrong?

A10- If other icons on the disk print out properly then the fault is in the disk, not in your methods. Bring the defective disk to any MACE meeting (or mail it to our P.O. Box) and I will exchange it for another copy of the SAME disk. This offer is good for any Original MACE disk which doesn't work properly for you, no matter how long ago you bought it. However, please don't ask me to exchange your disk for a disk of another number.

A LETTER TO MACE

R. Charles Sibthorpe
M.A.C.E.
P.O. Box 2785
Southfield, MI 48037

Dear Mr. Sibthorpe,

We read with interest your editorial column in the April 1987 issue of the MACE Journal...We must admit that we, too, are receiving a goodly number of ST-related submissions these days. Everyone seems to be more interested in working on the "new" than on the "old."

However, we do take issue with any statements that are printing "more and more material about the ST." While ANALOG Computing remains the magazine for all Atari computers, it usually contains only one ST-related feature each month, and normally one or two ST-related reviews -- check our April issue. The bulk of ANALOG Computing remains devoted to the 8-bit Atari user.

We've put forth the same plea you did -- get on the stick and submit 8-bit articles to us. We'rre happy to print high-quality 8-bit submisions.

Keep up the good work.

Diane L. Gaw
Managing Editor
ANALOG/ST-Log

[Editor's Note: The April issue was the first issue that ANALOG seperated the 8-bit Ataris from the 16-bit Ataris.]

Flying the ST

by Allen P. Bargen

Writing for the ST offers continuous challenge. There is always so much new to consider that one can get lost in the largeness of it all. More and more, people tell me that they have developed an interest in programming on the ST.

With the wide variety of languages now available, it is no small problem to find one that suits your needs. C programming has developed a large following and there several popular choices in the C arena to choose from. At the moment, Megamax C is the clear leader in the field with Mark Williams' C a close second. MS-DOS watchers will have noted that Borlund, the prestigious IBM software house has just released their version of C for the IBM and compatibles. My best guess is that this C, like Megamax C will soon be available for the ST.

Interesting how quickly things change, isn't it? Now when people ask what computer you have, and you say "ST", they don't instantly respond with "Oh, a game machine" anymore. The ST has gained respect rapidly as people are awed with its capabilities, as well as the huge and bursting collection of software available for it. Here again, languages are in abundance. At hacker gatherings, it is amusing to hear programmers vigorously support their languages as the best.

Incidently, many people are re-thinking their first choice in languages with the introduction of GFA BASIC. BASIC is the language most of the early 800 owners grew up with. It 'learns' easily and fits comfortably with people who are first level programmers. I wouldn't guess how many people learned to program with BASIC.

When the ST was first released, the BASIC packaged with it was a disappointment, to say the least. When GFA BASIC was announced, hope sprang that a new slant on this popular language was near. The one thing that BASIC does poorly is to teach a programmer 'neatness'. BASIC allows sloppy code because of the many convenient statements in the language. One can do many things in standard BASIC that leaves the machine's CPU corrupted with redundant code and quickly runs the RAM capacity to zero free. Not so with GFA BASIC.

GFA BASIC was written in Germany. All that says is that the machine is so popular over there, that a lot of good writers are doing code for it. That's good for the rest of us! What this dialect of BASIC does though, is bring integrity to BASIC as a language because it has order in its structure. Said another way, this BASIC is a structured language that keeps its friendly user interface and is therefore easy to learn.

That's all well and good of course, but most of us know that BASIC can be so slow you can evolve a whole new species of amoeba while waiting for it to initialize. OK, so that MAY be a small exaggeration, but it is slow! GFA BASIC recognized that handicap, and wrote their language in such a way that it can be compiled (with their compiler of course). I will defy any of you to find a languAGE that, when compiled,will run faster than the same program written in compiled GFA BASIC. It is FAST!

Gosh, I didn't plan on reviewing GFA BASIC in this column, so will leave that to the programmers out there who have adopted it as their language. If no brave soul does a review, I will do one in the months ahead.

Look for my review of ZOOMRACKS II in last month's issue. I liked the original program, and found even more to like in this much improved version. Now the folks from Quickview systems are offering template disks for a variety of

applications. These add to the dimensions of the program and can make using a data base much easier for you.

All work and no play.... you know what they say. Here are a few picks of mine for fun times at ST high. All games were reviewed by an intense team of experts who drank cans of diet coke while stuffing Fritos and Cheese chips in their faces. Actually, those were the spectators, no food ever gets within 10 feet of my computers. The experts were an 11 year old who can Kung Fu with the best of 'em, and myself (a civilized adventure player). Here's what we like this month.

Chessmaster 2000 ... a chess game so enjoyable to play I didn't mind the darn thing beating me constantly. "OOPs, you got me" (it talks!).

Ninja Mission ... Good graphics and action in a Ninja rescue mission type of game. Recommended by the 11 year old. He could get to the 4th level All I could do was learn how to die quickly. Ahhh, youth!

Microleague Baseball ... If you are into statistics and simulations I guess you would like this kind of game. We gave it thumbs down for overall appeal.

Thai Boxing ... Dennis liked this one. I gave it a passing glance and decided to become a pacifist. Actually not a bad game at all.

Shanghai ... Have I mentioned this one this month??? Well, ok, so perhaps, but it is a good diversion from work,work,work.

Fists of Fury ... Now you can see what Bruce Lee did for Kung Fu. Dennis liked this one too. Good arcade action, and lots of fun. As usual, I died a lot.

Lots of good space type games on the market. Renegade caught our eye as a good one. Space Shuttle II is worth the price asked for it as it delivers enough good play to make the price worthwhile. Now's your chance to go up in the big bird. Space Battle is another arcade type game that, while not exactly the best of breed, will keep your joystick twitching for quite a while.

10th Frame was well liked by our resident panel of bowlers, but then what do they know? They seemed to be having fun with it so I guess it passes the test.

If diversion is what you are looking for, then take a look at Love Quest. Can't quite decide whether it belongs in the games review section, but then again, where else?

Next month, an update on the Atari PC. To PC or not to PC, that is the question. Also some interesting information on what speculative adventures Atari might be up to this year.

Since there is a bit of room left over, an observation on all the hyperbole that has been going on in the Computer Shopper over the last few issues. In the March issue, there was an article on the Amiga purporting it to be the new Atari 800 (more or less as the author said) as he defended it over the ST. Lopsided intelligence as far as I am concerned. When all is said and done, and all the inner workings of the machines have finally been desoldered and dissected to their core, one irrefutable fact will remain. The ST outsells the Amiga easily and that's what makes a winner. Simple as that. No magic, just economics as the ST rises as the clear winner in the STAMIGA wars.

****

WANTED - House to rent. I have Three children ages 13, 11 and 5. I have no pets nor do I desire to have any. I do require at least three bedrooms. Prefer Oakland County North of Ten Mile. Contact me or my wife Sally at 588-7195.

R. Charles Sibthorpe

****

POSSIBLE SOLUTION

by
Jim Samples
V.O.I.C.E. Editor

MACE membership at this moment is at an extreme low, and the probability of it getting lower is much greater than the probability of it increasing at anytime in the near future. I would like to offer my opinion of a possible solution to this problem.

This past meeting brought a proposal from Chuck Massek to advertise in the Detroit News. While 'advertising' is the key to the solution, I believe the Detroit News is NOT (sorry Chuck). Not only would the cost be high, but you would be limited to reaching only those that read that particular paper, that particular section, and are Atari-oriented. My 'solution' would reach only Atari users and at an extremely low initial cost. Our advertisers use our journal as a means to increase their clientele , why do we not use them to increase ours?

PROPOSAL:

1) AUTHORIZE OUR ADVERTISERS (Stores) TO SELL CLUB MEMBERSHIPS.

a) The store would collect the $20 fee and issue a TEMPORARY membership card.

b) The store would then give the Names and receipts to the Membership Chairman who would then mail the yearly card to the new member.

c) As an incentive, the store would receive a 'certain' discount in its advertising rate for each new membership it signs for that month.

2) INTRODUCTORY PASSES COULD BE PRINTED UP AND ISSUED TO EACH PURCHASER OF A NEW ATARI COMPUTER.

a) The store would stamp its name on the front as being the Issuer.

b) This 'PASS' would be good for one free admission to any ONE of MACE's 'Regular' meetings.

c) This 'PASS' would be collected upon admittance and the Issuer would be credited with the referral.

3) GIVE A REDUCTION IN ADVERTISING PRICES TO THOSE STORES THAT DISPLAY A WINDOW SIGN SAYING:

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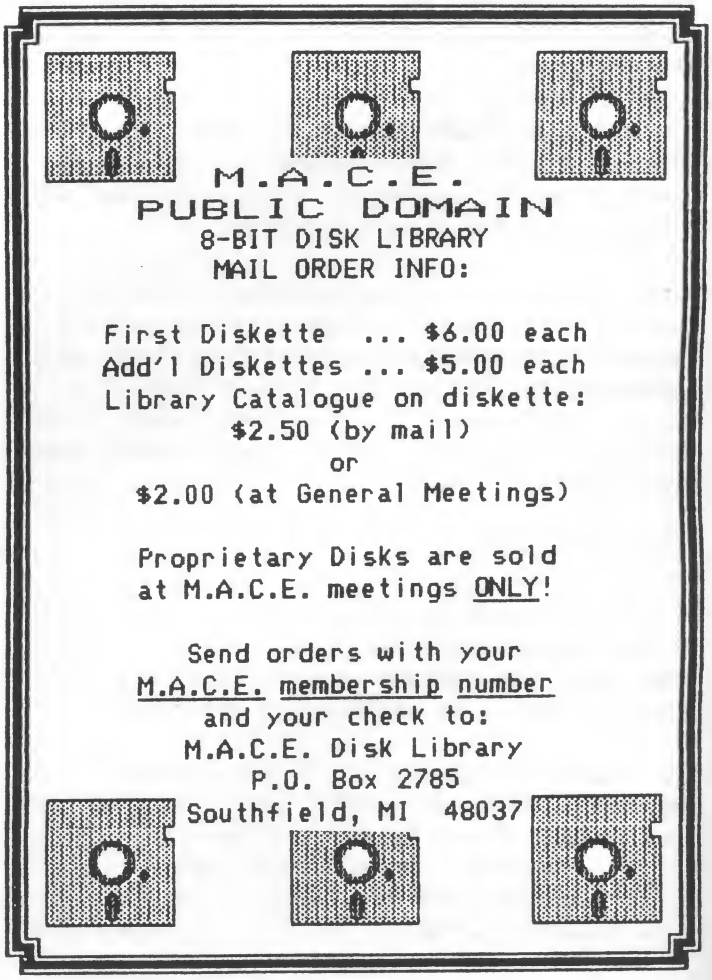

February 13, 1987
Charles Sibthorpe, MACE Editor
PO Box 2785
Southfield, MI 48037

Dear Mr. Sibthorpe,

I read with interest James Capparell's letter in your February issue and the responses it elicited. It has always amazed me that most computer publications insist on alienating their subscribers by forcing them to type in programs or purchase a disk. It was gratifying to see that your members appreciate our stance on this issue; it's easy to take for granted a service of this type, to just ASSUME magazine programs are public domain.

Our policy of allowing software to be placed on BBSs one month after publication certainly results in a small loss of income, but we feel that we are, first, a magazine publisher, and the purchase of the magazine entitles you to the programs it contains. Forcing readers to pound at a keyboard for hours seems, to me, counterproductive, and frequently results in a lot of "bad programs" (due to typing errors) to be circulated.

However, I do feel a need to leap to the defense of other magazine publishers who do not share ANALOG's philosophy. They are entitled to protect their property, and are doing nothing wrong, legally or morally, when they insist that their readers uphold that protection. ANALOG is, I believe, unique among magazine publishers with regard to our software. WE are the ones who are out of step--much to your benefit!

The staff of ANALOG would like to thank you for your support. We're proud that we've been able to bring you the best Atari publication anywhere, and promise that we will continue to do so in years to come.

Sincerely,

Clayton Walnum
Technical Editor

BIG D

Some months ago, MACE WEST was provided with an ASTRA BIG D disk drive for its operation. This drive is actually two double-sided drives in one unit. When running double density, it provides nearly three- quarters of a megabyte of storage capacity.

The BIG D is extremely simple to connect to your system as long as you are willing to use the drives as numbers one and two. Just connect your I/O cable, plug in the electrical cord, and turn it on. If you wish to assign different drive numbers to the BIG D, you will have to move the assignment jumpers within the unit. The manual provides full instructions for changing these jumpers.

TOPDOS is supplied with the BIG D because (according to ASTRA) it is a superior DOS for handling double sided disks. MACE WEST is running with SpartaDos which needs a special Config file. I am able to change the disks in the drive without paying any attention to their density, or whether they are single or double density disks.

As far as the BIG D's durability, well, it has been on 24 hours a day for several months and looks like it is going to continue forever!

Many thanks to ASTRA SYSTEMS, INC. for providing us with this drive for the BBS. It is due to their generosity that we are able to provide so many files for downloads.

For more information, contact:

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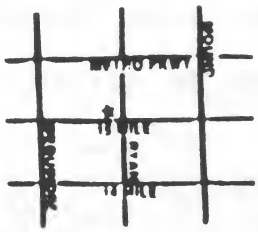

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NEWS, VIEWS AND REVIEWS BY P. R. WHEELER

Happy 7th Birthday to MACE and best wishes to all the members!

Today MACE is a far cry away from it's begining days when meetings were held in stores after hours and scattered all around town. You really had to check the pages of the four page zeroxed journal to find out the place, hour and date of the next meeting, and then hope it came off as scheduled. Today we have the Southfield Civic Auditorium for a meeting place and while it is not as large as the palvillion, it is of sufficient size for the group and beats some of the places where meetings were held in the past. We have a good strong group and it will remain so as long as it's members are willing to contribute effort to keep it that way. Hang in there and once again...

Happy Birthday!

One thing I remember from the early days of MACE, an officer reported how a lighting bolt had hit the ground near his house and the surge traveled thru the telephone wires and into his house and zapped all his electronic equipment ...he then told how he bought surge protectors and installed them throughout his house.

Well, early in April on a windy Saturday night, a tree fell across the electric power lines near my house and it began to look like the fourth of July inside the house. After things settled I found that four fuses were blown, three wall switches, a wall plug, and eight light bulbs were zapped to never-never land. Thanks to that early report from MACE, I did have all my electronics equipped with surge protectors and all survived the ordeal. But for me, my nerves are still all shooked up. So this all adds up to a little reminder to look into the value of having protection installed on your equipment. For a little cost it sure provides a cheap means of insurance on all that expensive equipment like TV's, VCR's, Steros and of course, Computers and their peripheal.

News Item: For all the members who have been asking for educational programs for their children, Sector One has stocked up on over 150 of this type programs and have them at a very special low cost. So if you are interested, ask Jim or Wanda about them. After all, we know the Atari can do more than just play games....So maybe the time has come to let the youngsters in on this well guarded secret and educational programs could be just the way to do it.

NEWS: Electronic Arts located in California has acquired Batteries Included of Canada. At first I was a little apprehensive about the takeover, as BI was certainly one of the best users group supporters I have ever encountered. I am pleased that Electronic Arts plans on giving the same kind of support to the group. Back in December BI planned on donating gifts for our Xmas but to a mail mix up, they were unable to meet the deadline and promised donations for our birthday meeting and Electronic Arts (EA) has kept that promise. At the May Birthday meeting there will be four programs sent by EA to be raffled off. Two for the 8 bits and two for the ST's. Some happy member will be taking home HomePak, Paperclip with Spellcheck, Thunder and Degas Elite. I own all of these fine programs and can only give them the highest praise. Thanks, Electronic Arts for the fine support and you have our best wishes for continued success. In acquiring Batteries Included, you have my favorite software company, known for high quality programs, reasonable prices and the finest support available.

HAPPY BIRTHDAY ... MACE

REVIEWS: There are lots of new and good programs for both the 8bit and 16bit machines and the latest magazines are giving them plenty of reviews. This month I would like to review some of the reviewers. One of my favorite is, Arthur Leyenberger, who writes for Analog. He covers the programs thoroughly, giving accurate coverage and providing his own brand of humor, which all adds up to very interesting reading while providing a good review. There are lots of other good ones too, Charles Jackson, Clayton Walnum, David Plotkin, Mathew J.W. Ratcliff, George Miller, our own Allen Bargen, just to name a few. Together they provide a very useful and necessary service to the Atari community. They sometimes prevent the spending of your hard earned money on programs that are dogs, that don't function as advertised, or are not worth the time or effort to boot-up. So a big thank-you to all of the reviewers who take the time to give us their evaluation, even when the publishers of programs that are given bad reviews complain and yell...Foul!, they give the buyer a chance to look at both sides of the issue and then go out to shop as well informed consumers.

And now I would like to thank all of the members, and fellow officers who have supported and contributed their efforts in making the celebration of this 7th Birthday of MACE possible, lets hope there will be many more. PRW

A TALE OF TWO CITIES

by Gordon Totty

Well, what else was I going to call this. It's sort of about ELIZA again, but I was afraid that if I put that in the heading ol' Sibthorpe would spot it and say, "That's enough!" and refuse to print any more on the subject. Who could blame him?

ELIZA was only the excuse for the nice thing that happened. This is indeed a story of two cities, Brookfield Center, Connecticut, and Plymouth, Michigan.

So, here we go. It was the best of times. It was the worst of times. MACE member Charly Godfrey lives in Brookfield Center, Connecticut. MACE member Gordon Totty lives in Plymouth, Michigan. A while ago Charly Godfrey called me up, after having read of my troubles getting a copy of ELIZA that was written in Atari Basic. Charly has one, and he was kind enough to send it to me on a diskette loaded with 27 files. I have donated Charly's disk to the MACE library for the librarian to extract ELIZA and any other file that we can use.

Charly has pretty much moved on to IBM, but still runs the Atari from time to time, especially for his five year old daughter. But you can spot an old Atarian from a mile, or 700 miles, away. The letter he sent me was printed in three different fonts and four different colors. It included five different small pictures to represent words (there's a name for that but I'm too lazy to look it up). Thus has Atari, to date, impacted IBM.

I was thrilled that Charly had called me, and was willing to send me a disk. This is the first time that such a long distance helping hand has reached out to touch me personally (thus has AT&T affected my prose), although I have always believed that through Journals, Bulletin Boards, etc. it is happening all the time. To me, this is one of the nicest things about the home computer hobby, i.e. this cooperating with strangers who own the same brand machine that you do. In return, I was able to send Charly three disks for his daughter ... my version of the bread on the waters story.

This latest ELIZA is slow thanks of course to Basic, but it is wide open for you to tinker with. I haven't studied it yet, but believe that it has an unerring ability to spot the nasty words. I did slip a few in my responses, purely for scientific inquiry, mind you, and it always returned the same comment about my choice of language. Whilst my ELIZA will not be a common gutter wench, she <u>will</u> have a better sense of humor! (Whilst? Did Shaw ever say "whilst"? Did Dickens? Who the dickens cares?) Tsk, tsk.

Back to Charly Godfrey, he ran an ad for his Epson MX-80 in a recent Journal, and so one or more of you may have contacted him. I hope it was a good deal for both parties.

Charly used to write for the Journal, way, way back near the beginning of MACE creation when he lived in this area. He used to submit puzzles to the Journal, which in his words "were just another fun excuse to have a reason to write a program." He "tried to make it so that it was almost unreasonable to solve the puzzle without the aid of a computer."

I looked through my collection of old Journals, and found one of Charly's puzzle articles in the September 1982 issue. I love these historic documents for the fascinating glimpses of the past they allow. In September 1982 Rite Way Enterprises was advertising an Atari 800 with 16K memory for $639. Another part of the ad read, "High Performance Floppy Disk $1.75"! My gosh, do you suppose that you only got <u>one</u> for that price? Enough advertising, let's see what Mr. Godfrey was talking about.

First, he reported on the winners of the Puzzle #1 contest. Entries had been submitted from Illinois, Ohio, Windsor, and North Carolina. Languages used included Basic, APL, PLI, and Fortran, which were run on Atari 800, Radio Shack Model III, a DEC 2050, an IBM 370/168, and an Amdal 470 computer. Holey moley!

"The ultimate program in shortness was submitted by Burt Gregory who solved the puzzle using one single APL statement in .003 seconds." No wonder Burt is our Treasurer; how frugal can you get? Burt didn't win the contest, however, since his entry did not get postmarked soon enough. Probably left the postage cash earning extra interest too long. Such are the wages of excessive frugality. Just teasing, Burt. Keep up the good work of not throwing our cash around.

And now, for your puzzling pleasure, reprinted below through the modern miracle of touch typing, is Charles Godfrey's MACE Journal submission titled...

==========

PUZZLE #2

==========

Shipwrecked in a hurricane, Five sailors in a rowboat landed on a small island inhabited by one monkey and numerous coconut trees. The trees had just finished bearing a bumper crop of coconuts, all of which had blown to the ground in the hurricane.

Having nothing better to do, the sailors decided to gather all the coconuts on the island into a single pile. They finished the job by nightfall, and then fell soundly sleep. But one sailor awoke in the middle of the night and became worried that he wouldn't receive his fair share of the milky palm fruit. He stole away to the pile and removed exactly his fair share of the coconuts, buried them, and went back to sleep. Another sailor awoke a short time later and did the same -- buried his fair share of the coconuts and returned to sleep. Each of the three remaining sailors, in turn, did likewise.

The next morning, not suspecting what each of the others had done, the sailors divided the remaining coconuts, and each received his equal share. One coconut remained, which they gave to the monkey.

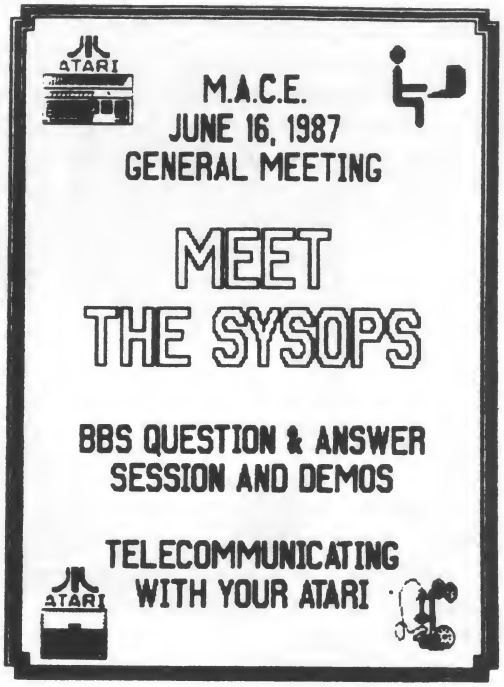
Your job? Write a program to determine the total number of coconuts in the original pile. Only a few lines of code are required to find the solution.

******

Charly gave credit for this puzzle to Judy Lawler of Phoenix. He pointed out that there can be more than one answer, but the one he wanted was the lowest possible correct figure.

Now, for my final tribute to the voice out of the past from behind the curtain, Charles Godfrey, I suggest you call him if you do not figure this out and want help. Don't call me; I have no answers!

Seriously, I think, Charly asked to be remembered to all of his old-timer friends at MACE. I have his address and phone number, if anyone wishes to contact him.



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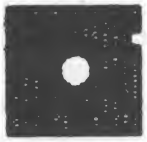

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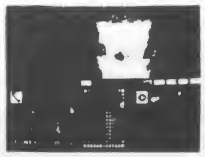

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SPEAK TO ME

By Hugh McLean

I read the "Winter" START magazine with amazement...Bill Wilkinson had already written "MY" article....well, sort of..The very same theme that I had intended to use. I can hardly say that Bill stole my thunder though...this article is done from the point of view of the (non-professional hacker), while his is from the perspective of the very experienced professional programmer. In addition, there is an article called "Shoestring Development", by Christopher Chabris, that also has valuabale information on ST Languages available for development type programming.

This article could also be entitled "In Search Of The ST Mother Tongue". I know, I know - use assembly language if you want the mother tongue. But, what I want is the highest level language that I can functionally use. I am under the conviction that the computer is supposed to work for you, not you for the computer. I don't want to be a slave to a computer that forces you to twiddle bits, remember addresses, and spend hours trying to get code that works for a (non-professional) programmer that wants to put some of this 32 bit power to use. I've been experimenting with some of these languages, and have 'compiled' some of my thoughts into this article..which incidently doesn't not reflect M.A.C.E. policy, or ST SIG philosophy

ST LOGO

This language came with my machine, and frankly I don't give it much attention. I know that there have been some good programs written with it, but I think it is a "novelty" language and not well suited for a serious devotee of serious programming.

ST BASIC

This language was also included with the machine, and was a real disappointment to me. It took me a year to learn BASIC on the 8 bit machine, so when I finally purchased the ST, I immediately read the ST BASIC manual through and proceeded to try to program in BASIC. I really enjoy BASIC on the 8 bit, and feel fairly comfortable with it..but the ST BASIC is not convenient to use. It is combersome, slow, limited GEM functions, etc. When a functional version of BASIC becomes available for the ST, I think it will be very popular, for several reasons. I think more people are familiar with BASIC than any other language, especially if they have formerly owned an Atari 8 bit machine. Also, because of the command line processor, it is very functional for the <hacker> who could care less about the benefits of <structured programming> and just wants a routine to make labels, or something like that.

For an ST BASIC language to really be fuctional, it must be a cartridge that could plug into the <now almost unused> left hand cartridge slot, that would boot up immediately, or else have it built into the ROM, like the 8 bit line. In all fairness to Atari though, the ST is a machine with a little different appeal than the 8 bit. I think Atari would like to have the ST used more for commercial uses, and not just be considered another <home entertainment with games> machine. I still believe that the largest market for the machine is the home use, and that it should have a decent BASIC that a non-pro can utilize.

C

If you're like me, you may have wondered, "what the heck is 'C'". This language originally came from the Bell Labs. Ken Thompson wrote an interpreter for a new language, and called it 'B', which was similar to BCPL. When Dennis Ritchie wrote a compiler for the language, he <so the story goes>, chose the second letter of BCPL, called it 'C', and designed it for implementation on the

UNIX Operating System with the DEC PDP-11 computer. As I understand it, the operating system of the ST was designed using C, and so it seems to me that 'C' is a natural language to use with it. It is kind of an <in between> language, in that it is not considered a 'High Level' language like BASIC, but it isn't a real low level language like 'ASSEMBLY' either.

'C' appealed to me at first, after I realized that ST BASIC would not be acceptable for my programming needs..so, I purchased the 'C' that was available at the time, namely 'HIPPO-C'. I know, Hippo doesn't support 'floating point notation', -< so big deal >, there are ways around that too - and anyway, if I have to use exponents for my math problems, I will use my HP computer. Hippo doesn't support the full range of the Kernighan/Ritchie implementation. Another, 'so big deal'.

One of the biggest problems I had with Hippo, was the fact that the darn disk was protected, and because I didn't have 2 drives, I couldn't get it to work in the RAMdisk. The purchased disk has to be in drive A. Maybe it can be done, but I had to use it from drive A, which to my amazement, seemed to take forever to compile even a simple program. The second reason for concern with this language, was that the programs from the magazines, all seemed to use the ALCYON C, which is not compatable with Hippo C. Now I really have a problem, since the squeeky little manual barely gives you enough info to get the compiler running, and all the learning you do has to be from some other source. If I can't type in a routine written for ALCYON, how can I ever learn how to use the language?

In spite of the rather inexpensive cost of the language disk, it's real value was definitely reflected by its price. I guess the only reason I didn't send for the Atari version of 'C' <with the developers kit>, was that frankly the $300 seemed more than I wanted to spend for a language that I was not sure I would really end up using anyway. Since I gave Hippo the heave-ho, a number of other 'C' languages have come out for the ST, such as GST-C, Mega-Max C, Lattice-C, Mark Williams C, et-c. <joke>.

After I finish with my current struggles with Pascal, I will again start working with 'C', since I feel it may well be the easiest language to utilize the full ST capabilities, and since there is a lot of public domain code that can be utilized to help learn the language.

68000 ASSEMBLY

I include this here, not because I am an experienced Assembler, but because I don't think assembly is a reasonable language for a new user to start out with.

MODULA 2 (T.D.I.)

When I first heard about this language, I was immediately intrigued....even the name sounds interesting. I heard about Modula 2 while reading a Pascal book, and learned that the author of Pascal, Nicholas Wirth, had written a successor to Pascal, and had incorporated a lot of changes in the new language, that were not implemented in Pascal...sounds good doesn't it. Well, that was all I needed to purchase the only Modula 2 that I knew of on the market for the ST, namely, T.D.I.

I called most of the computer stores in Detroit, and could not locate a copy, so I ended up procuring it from a mail order house in Wisconsin. One of my reasons for ordering it in the first place, was that I couldn't get my Pascal program to run off the RAM disk, and I thought that the program just didn't support it. Now, if I have to use a compiled language on the ST, I absolutely MUST be able to compile from the RAMdisk. Heck, that is one of the reasons I got the 1 Meg upgrade in the first place. To my way of thinking, if you can't compile from the RAMdisk, then you might as well put up with BASIC.

Even though Modula 2 is very similar to Pascal, there are some differences that make it 'very' different than Pasacal. For one thing, the library is

entirely different, and requires that the program 'import' the paramaters from each library 'module'. This doesn't sound to tough, but now consider that there are so many different modules that it is difficult to remember what proceedure from which module to import into your program. Just for a simple thing like clearing the screen and hiding the mouse requires about 4 parameters to be passed from different modules. This kind of thing gets 'old' real fast.

There are 2 different means of compiling your programs in Modula 2. The first is the desktop method, which I think is so cumbersome to use that I wonder why it was ever included in the program. The second method is to edit, compile, and link with separate, idividual programs. A one key proceedure would be an improvement, but I didn't find editing, compiling, and linking objectionable, providing I could do it in the RAMdisk. Using the mouse for this task is quite functional, providing you can get the system operational in the RAMdisk...I spent 3 weeks working at just this area, before I was satisfied with a functional system. I also have written a self-help DOC file on setting up your modula 2 system. If anyone has trouble setting it up, and wants to save some time, call Bunkys Board, and you can download it.

The 'System Options' are confusing, to say the least, but will work, providing you have it set up correctly. You may find the editor difficult to use, because it doesn't work like any other editor you've ever used before, but it's not impossible, and you may in fact, get used to it. The compiler doesn't seem to vector back to the GEM when an error is detected..instead, it BOMBS and locks up the entire system...in which case you have to reboot the entire RAMdisk. This may take 4 or 5 minutes, and you automatically loose the program you have just edited in RAM. The key here, is to back up the editing process on another disk, before attempting to compile, since there is the 'lock-up' danger.

Another irrating thing about Modula 2 is that it is a lot more 'picky' about uppercase and lowercase letters than Pascal is. That doesn't sound like much, but every time you make an Import or Export, the uppercase letters must be exactly like the module you want to import from, since the upercase characters seem to act as a delimiter for the proceedural calls. Unlike Pascal, key words in the program, 'MUST' be capitalized to function.

The 370 page manual seems complete enough to get you started, but is not an indepth tutorial on modula 2, so you will need another manual to learn the language itself. A Pascal manual won't be sufficient either, and I haven't found a really good modula 2 tutorial manual. Included with the 2 language disks, is some GEM demo programs with the code, so you can see how to use the system. The idea is right, but the programs don't seem to help that much. I found that I was making my own index, by writing in the page number of the definition module next to the proceedure or constant that I wanted to import from the listing in the G.41 index. It would be a nice feature to have this available, since you are always going back to this section to look up something.

I like modula 2, in spite of its problems, but I don't think that it's the 'Mother Tongue' that I'm searching for. Because its so cumbersome to import parameters, I doubt that it will be very widely received by ST novice users. If I were going to create a program with several people all working on the same project, and was going to get intimately involved with the language, I would consider modula 2, because each module used is independent of all other modules. That means that you wouldn't have program bugs created by someone else, that you couldn't figure out. Because each of the proceedures you want to use from the libraries need to be individually called, unnecessary code is kept to a minimum. Modula 2 also has an optimizer function that will eliminate all the unnecessary calls which should tend to make the compiled code smaller and more efficient. There is also a 'post-mortem' debugger, module cross reference, resource imbedder, high level appliacations library, symbol and link decoders that are all available with the developers package...a third disk. I decided not to spend the extra $70 for these extras, or

the extra $200 for the commercial developers package <whatever it contains>.

PERSONAL PASCAL (O.S.S.)

Like Modula 2, this language took some time, and a phone call to OSS in California before I was able to get the RAMdisk configured for functional use. Once I had it working, though, it does work fine. The one key compile, and link is handy and a little less difficult than Modula 2.

There are several features that make it easier to use than Modula 2. First is that it has EXTERNAL proceedure calls for many of the often used functions, which to me is worth the price of admission alone. There are only 3 library calls, that need to be included in the source code in order to get the entire library of files. If you're so inclined, this version can also make modules to create your own library, though not as simply as modula 2. In fact many of the features that Modula 2 was created to improve Pascal, have already been implemented in OSS version of Pascal. Another reason a person would choose Pascal over Modula 2 is that there is considerably more code available to look at. If you are a 'just starting' programmer, this is very important, since it is difficult to learn GEM programming on the ST without seeing some other code.

There are better and more manuals available to learn Pascal than Modula 2. I haven't found any good tutorial manuals that teach GEM programming in Pascal. The standard manual suggested "ST GEM Programmers Reference", is primarily for 'C' programming, and doesn't seem to really be much help for the Pascal system. The OSS manual is helpful for programming GEM, but leaves a lot to be desired. If you don't think so, try making a dialog box in Pascal by using the suggested ST GEM Progammers Reference manual. I'm currently back to using Pascal, and will continue learning how to use it with the ST until I feel competent with it, or decide to revert back to 'C'.

Pascal is often used for computer instruction in structured programming, so it is a widely accepted language for all types of computers, and as such, it is more portable than most other languages.

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THE WRITER'S TOOL

Reviewed by
P.D.Walkowski

THE WRITER'S TOOL by O.S.S. is a full featured word processor for the Atari 800 and XL computers with at least 48K and 1 disk drive. It comes on a cartridge and uses a copyable disk with printer drivers, a screen customizer and a spelling checker (dictionary). Various features such as disk I/O, printer formats, search and replace, and data base merge are menu driven so that no memory work is required. A reference card summarizes all the rest of the commands available with this product. A well indexed 200 page manual is provided with enough detailed examples that even your pet rock could produce a major novel with comparative ease. The manual has a 100 page beginner's tutorial that starts with where to stick the disk and ends with creating and modifying the spelling checker dictionary and printer drivers. I can't say enough good things about the manual since it is absolutely the best set of software instructions I have ever used.

The program has two distinct modes of operation, "Typeover" and "Insert" (i.e. Control-T and Control-I; pretty clever, eh?). I usually blaze along in "Typeover" making up my thoughts as I go along. The editing commands are straightforward mnemonics as well: control+delete, control+U (Undelete), control+M (mark a block of text), control+C (copy a marked block), control+X (delete a marked block), etc. Several thoughtful touches such as one finger cursor control, upper/lower case conversion, macros for long phrases, and auto page numbering make the editing of a document a breeze.

The "Insert" mode is a study in transparent unambiguity. No cutting, spacing, typing and rejoining here! You simply plant the cursor and start typing. All following text moves over at each keystroke to let you see what you get.

Printer style controls allow use of nearly all of a printer's capabilities for over 20 standard printers. Thus you can insert emphasized, double-strike, double-wide, Italics, underlined, and sub/superscripted text throughout your literary masterpiece. Font modifiers let you change among Pica, Elite, compressed, proportional, and spaced proportional type by using standardized commands in the text. The Writer's Tool converts this information, also mnemonic, as well as margins, indentation, and spacing commands into printer "control characters" to save the writer from the grief of ever having to imbed horrendous strings of gobbledygook within the text. (True die-hards can still imbed control characters to their heart's content).

Does the software have bugs? None particularly serious from my point of view. The DOS could use an "Undelete", but since the program is not DOS specific, going to Enhanced Density Atari DOS could resolve this. If you have forgotten to turn your printer on the program acts "locked-up" but pressing "reset" puts things right again without losing any text. The major complaint I have is that the print-preview screen is only 40 columns wide (and does not scroll over to 80 or 120 columns). This is ok for locating page breaks but not at all satisfactory for hyphenating, right justifying, or typing tables. (I have since learned that a spreadsheet is better for tables anyway, since it allows you to sort and resort columns without ever giving a thought to format). Another nice feature (not found here) would be a cursor column number window, since setting tabs is the only exact way to line things up past the 40th column. I can also see no easy way to use The Writer's Tool to write involved scientific equations (i.e. using integral signs, summation symbols, and Greek characters). A dot matrix printer may allow alternate character sets, but

it won't be easy. Presently it takes a bit of planning to get dollars and cents to line up out past column 40.

What do I or could you use this software for? Well, I've written dozens of personal business letters, a three act play, resumes for myself and friends, and formatted documentation printouts from software and public domain packages downloaded via modem. I have an 800XL with a 256K RAMmaster ramdisk, a 1050 drive, 1030 modem, APE Face interface, and a Star Powertype (daisy-wheel) printer. Most recently I printed out the 27 pages of documentation that came on the back of ANTIC's "Calc Magic" disk and had the program print a header and number the pages as it went along.

****

GEM-like Graphics Operating System for the XL/XE's is available from

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I've written OSS letters and called them with problems and have always gotten timely solutions, not the excuses I've come to expect with software houses. I even received the spelling checker upgrade (unsolicited) a year after I owned the software. Presently I am on a waiting list for a printer driver to use 100% of my printer's capabilities; that spells great product support. So why doesn't everyone own a Writer's Tool? Price is an obstacle to many since it discounts over $50. It is also not the simple tool for friendly letters, but rather a workhorse for long documents with headers, footers, alternating margins (for binding), proportional spacing, double column printing, lots of format changes. Advertising is also a factor. I haven't seen an ad for The Writer's Tool in 2 years and ANTIC didn't include it in their list of eligible word processors (see ANTIC 2/87).

****

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by D.F.Neff

The MACE Disk Catalog is now on a double-sided diskette instead of the printed sheets of the past. This $2.00 diskette contains the data files of all 13 volumes of our library plus a program to read these files. The main program is heavily error-trapped to return you to a safe starting point if you should make a mistake. This article will demonstrate how to use this new "Catalog on a Disk". It assumes that you are in front of your computer system reading this as a step-by-step instruction manual.

The catalog disk is a BOOT Disk, meaning it will load itself. Begin with your Monitor turned ON, and your Disk Drive turned ON, but have your Atari turned OFF. Place the MACE catalog disk in your disk drive with the disk label facing up and latch the door. Now turn ON your Atari and the MACE catalog menu will load from the disk drive into your computer's memory.

After the initial MACE title page, you are presented with the Main Menu of the following four choices:

1. List a disk's directory
2. See or print a catalog volume
3. Quit to Basic
4. Boot another disk

Choice number one will show a list of the files in a disk's directory. This list will look very similar to the list you see in the new MACE menu. However, you can not select a program to load or run from this list. Press your "1" key now and follow the screen instructions as they appear, to list the directory of this disk. This list is for viewing only and is provided to allow you to locate a data base file for the catalog volume with which you want to work. This is handy now but will become of great importance when the library catalog grows too large to be on a single disk (very soon). I included this feature to allow you to scan through other disks to find the proper data bases.

Choice number two is the main program and will be topic of the rest of this article so let's skip ahead to choice number 3 for now.

Choice number three ends the catalog program, leaves you you with a clear screen and if you have Rev. C or Dof this disk, it clears the computer's memory too. You would pick this choice if you wanted to do some programming after your session with the catalog. Notice that if you have Rev. C or D, this choice will not allow you to list the catalog program since it will be erased from memory. If you want to List the program you must press the Break key while the program is running. Then, when the program stops and the Ready prompt appears, type LIST and press Return to see the program code scroll up your screen.

Choice four allows you to Boot another disk without having to turn the Atari Off and then On again. This option is provided in case you use your catalog disk to locate a program in your complete (are you sure you're not missing one or two disks?) collection of MACE disks. When you have located the disk containing the program you want, you can use option four to boot that disk in order to use its MACE menu to load the program. Gosh, talk about product compatability! The people in our MACE advertising department should get together with the folks in the MACE PR department and plan an ad campaign around this.

Now to the main item on the Main Menu - choice number two. When you select choice number two you will be presented with another menu containing all of the MACE catalog volumes.

Selecting a choice from this list of volumes causes the program to load the appropriate data base for that volume. At the time of this writing (5/87) volume 9 is not used, therefore, there is no data base on this disk for this volume. To demonstrate how the program can easily handle an error, select Volume 9 at this time by pressing your "9" key.

Another menu appears asking you how you want the data presented to you. The choices are:

1. List Disk # and program on screen
2. List all data on printer

Choice number 2 will print out the pages of catalog listings which you used to buy from the Librarian. These will be similar to the listings which are displayed in the dark at the MACE general meetings.

Choice number 1 prints an abreviated version of the data on your monitor screen. Only the disk number and the program name are displayed. This is the choice I use the most. Select this choice at this time by pressing your "1" key.

After a second or two you will get an error message on your screen indicating that the program couldn't find the data base file for volume 9 of the library (because it doesn't exist yet). If we had chosen to view volume 3 we would have received the same error message because, although volume 3 does exist, it's on the back side of this disk. If you want to view volumes 1-7 (volumes 1-8 on Rev. D) you will have flip the disk over (label side down) in your disk drive.

Now let's print volume "E" (Education) on your printer. From the main menu, select option 1, List A Disk's Directory, by pressing your "1" key. This will display the directory so that you can be sure that the proper data base file is available. Unless you've switched disks or turned this one over, you should see a file called "PROGLIB.DBE" listed on your screen. The last letter ("E" in this case) of each of these filenames identifies which volume it contains. Therefore, if you don't see a filename containing the letter of the volume you want to print, you can't print it out. You can continue to use option one to view as many disks' directories as necessary to locate the desired data file.

In this case though, we have the file we need one side A of this disk so we are ready to proceed. Press your space bar to leave the disk directory and return to the main menu. Now select option 2, See or Print a catalog volume, by pressing your "2" key.

When the menu of catalog volumes appears on the screen, select the Education volume by pressing your "E" key.

Before making a selection from the next menu, turn on your printer, load it with paper and adjust it as necessary. When your printer is properly set up, press your "2" key to print all the data on your printer. The resulting printout will contain the same information as the old printed sheets which the librarians used to sell at $1.00 per volume. Having all 13 volumes on this disk just saved you enough money to buy another MACE library disk!

IF you haven't reNEWed your MACE membership yet, STOP POKEing around. PEEK into your wallet or checkbook for $20.00, and PRINT on the handy renewal FORm on the back PAGE. RESTORE our faith in you by mailing your dues to the P.O. Box address, or by paying at the NEXT General Meeting. Please NOTE the date in the upper right hand corner of the mailing label; it is your membership expiration date. SAVE time and possible ERROR by reNEWing now. IF you have alREADY taken care of this POINT, THEN thanks a lot! BYE

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